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100 REM ***** DOG RACE *****
101 REM AS PRINTED IN MICRO-80
102 REM MODIFIED BY R. CARSON
103 REM
104 REM
105 REM
106 CLS:PRINT:PRINT
107 PRINT " ***** DOG RACE *****"
108 PRINT:PRINT:PRINT:PRINT " PRESS ANY KEY TO CONTINUE"
109 PRINT:PRINT:PRINT:PRINT " PRESS <SPACE> TO START RACE"
110 IF INKEY$="" THEN 120

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125 A$=INKEY$:IF A$="" THEN 120
130 CLS:MODE(1)
131 COLOR4:FOR X=0 TO 127:SET(X,0):NEXT X:FOR X=0 TO 127:SET(X,1):NEXT X
132 FOR X=0 TO 127:SET(X,2):NEXT X
133 FOR X=0 TO 127:SET(X,42):NEXT X:FOR X=0 TO 127:SET(X,43):NEXT X
134 FOR X=0 TO 127:SET(X,44):NEXT X:COLOR3
135 FOR X=0 TO 123:SET(X,12):NEXT X
136 FOR X=0 TO 123:SET(X,22):NEXT X
137 FOR X=0 TO 123:SET(X,32):NEXT X
138 A=22:B=5:C=22:D=15:E=22:F=25:G=22:H=25:I=22:J=35
139 COLOR2
140 REM DRAW STAT DOG
141 X=A:Y=B:GOSUB370
142 X=C:Y=D:GOSUB370
143 X=E:Y=F:GOSUB370
144 X=G:Y=H:GOSUB370
145 X=I:Y=J:GOSUB370
146 COLOR2:FOR Y=4 TO 40:STEP5:SET(124,Y):NEXT Y
147 IF INKEY$="" THEN 146
148 K$=INKEY$:IF K$<>" " THEN 147
149 Z=RND(4)
150 P=RND(5)
151 IF Z=1 THEN X=A:Y=B:GOSUB410:A=X:GOTO280
152 IF Z=2 THEN X=C:Y=D:GOSUB410:C=X:GOTO280
153 IF Z=3 THEN X=E:Y=F:GOSUB410:E=X:GOTO280
154 IF Z=4 THEN X=G:Y=H:GOSUB410:G=X:GOTO280
155 IF Z=5 THEN X=I:Y=J:GOSUB410:I=X:GOTO280
156 IF X<130 THEN GOTO230
157 FOR W=1 TO 1000:NEXT W
158 IF A=130 THEN PRINT "NO. 1 IS THE WINNER PAY";0$;P*15;"CENTS"
159 IF C=130 THEN PRINT "NO. 2 IS THE WINNER PAY";0$;P*15;"CENTS"
160 IF E=130 THEN PRINT "NO. 3 IS THE WINNER PAY";0$;P*15;"CENTS"
161 IF G=130 THEN PRINT "NO. 4 IS THE WINNER PAY";0$;P*15;"CENTS"
162 FOR F=1 TO 1000:NEXT F
163 INPUT "WOULD YOU LIKE ANOTHER RACE (Y/N)";A2$
164 IF A2$="Y" THEN 100
165 IF A2$="N" THEN CLS:END
166 SET(X-9,Y):SET(X-20,Y):SET(X-6,Y+1):SET(X-7,Y+1)
167 SET(X-8,Y+1):SET(X-19,Y+1):SET(X-10,Y+4):SET(X-17,Y+4)
168 SET(X-11,Y+5):SET(X-16,Y+5)
169 FOR U=9 TO 18:FOR V=2 TO 3:SET(X-U,Y+V):NEXT V:NEXT U:RETURN
170 RESET(X-20,Y):RESET(X-19,Y+1):SET(X-17,Y+1):SET(X-16,Y)
171 SET(X-5,Y+1):SET(X-4,Y+1):RESET(X-9,Y):SET(X-6,Y)
172 RESET(X-18,Y+2):RESET(X-17,Y+2):SET(X-8,Y+2):SET(X-7,Y+2)
173 RESET(X-8,Y+1):RESET(X-7,Y+1):RESET(X-11,Y+5):RESET(X-10,Y+4)
174 SET(X-8,Y+4):SET(X-7,Y+5):RESET(X-18,Y+3):RESET(X-17,Y+3)
175 SET(X-8,Y+3):SET(X-7,Y+3):RESET(X-17,Y+4):SET(X-15,Y+4)
176 RESET(X-17,Y+1):SET(X-15,Y+1):RESET(X-16,Y+2):RESET(X-16,Y+3)
177 RESET(X-15,Y+2):RESET(X-15,Y+3):RESET(X-16,Y+5)
178 RESET(X-15,Y+5):RESET(X-15,Y+4)
179 SET(X-13,Y+4):SET(X-12,Y+5):RESET(X-8,Y+4):SET(X-6,Y+4)
180 SET(X-6,Y+2):SET(X-5,Y+2):SET(X-6,Y+3):SET(X-5,Y+3)
181 SET(X-3,Y+1):SET(X-2,Y+1):RESET(X-6,Y):SET(X-5,Y)
182 RESET(X-6,Y+1):RESET(X-5,Y+1):X=X+4:RETURN

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DOG RACE VZED by Ron Carson

This program was published in Micro-80 some time ago for the TRS-80 and System-80. Now it has been modified to run in your VZ200.

I have only written the bare bones program. Although it runs well and is useable as is, it gives you the chance to expand the program to suit your needs.

After loading the program you are asked to do two things:

1. Press any key to continue.
2. Press SPACE TO START RACE

After the race is over the winning dog is printed in the text mode, and you are asked if you want to race again or end.

You will see there are plenty of options for you to look into to make this a really great game and a lot of fun.

Micro-80

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